# **TAYLORSVILLE JUNIOR RODEO**

## Rules, Regulations & Awards

- 1. <u>ALL</u> contestants must wear western hat or approved riding helmet, long sleeve shirt and boots while in arena, lack of uniform will result in no time. Contestant number must be worn on back at all times. Helmets required for all rough stock riders.
- 2. Draw will be posted on *taylorsvillerodeo.com*
- 3. <u>ALL</u> decisions of judges or flaggers will be final. Any abusive language from contestant or contestant's family/friends will cause disqualification from entire rodeo. Any unnecessary roughness or abuse of livestock will cause contestants to be disqualified from rodeo and forfeit all prizes/winning. <u>Each contestant will be called three times with 20 seconds between calls</u>. If not present at third call, contestant will be turned out/disqualified from event.
- 4. In case of a tie, money earned will be split. Event winner awards and all other ties will be decided by flip of a coin.
- 5. Age division All-Around awards will be decided based on money earned. Minimum of 2 events to be eligible for All Around.
- 6. Saddles for All Around Champion Girl and All-Around Champion Boy determined by money earned.
- 7. The Jackpot pay-off will be as follows (\$15 from each entry goes to jackpot).

| Number of Contestants | Places Paid | Percentage Paid   |
|-----------------------|-------------|-------------------|
| 1 to 3                | 1           | 100               |
| 4 to 6                | 2           | 60, 40            |
| 7 to 9                | 3           | 50, 30, 20        |
| 10 to 12              | 4           | 40, 30, 20, 10    |
| 13 & Over             | 5           | 34, 27, 20, 13, 6 |

8. Other Awards: Buckle for High Point Plumas County Contestant (Age 6 - 19) and Ron Wilson Sr. Memorial Hard Luck/Sportsmanship Award Buckle.

## **Event Rules**

#### **PEE WEES** (Age 5 and under)

- STICK HORSE BARREL RACE Fastest time wins, open to boys and girls, stick horse must stay between legs during run. No time for off pattern. Must provide own stick horse. 5 second penalty for down barrel.
- DUMMY ROPING In arena in front of grandstands, best of 3 loops 2 points for horn catch, 1 point for half- head or neck catch. Rope off to determine winners.
- RIBBON JERK Goat staked out approx.15 feet from start line. Contestant runs on foot and pulls ribbon on the goat's tail and then run back across start line to stop clock. Fastest time wins.

## BARREL RACING (All Age Groups)

• CHSRA dimensions for barrel pattern will be used. No time for broken pattern. 5-second penalty for each barrel knocked down. No horse sharing within division.

### **POLE BENDING** (All Age Groups)

• 21 feet from start to first pole and 21 feet between poles. No time for broken pattern. 5-second penalty for each pole knocked down. Washington pole pattern. No horse sharing within division.

## **GOAT TYING** (All Age Groups)

• Goat must be standing and then thrown before tying. Goat must remain tied for six seconds. Boys must use pigging string.

## **SINGLE STAKE** (6 - 10)

• Single pole in arena, 5-second penalty for pole knocked down. No horse sharing within division.

### **TEAM ROPING** (All Age Groups)

• 5 second penalty for breaking barrier, 5 second penalty for one hind-leg catch, steer must be stretched and horses faced for time to be called. One go per contestant. Three loops allowed per go. In 6-10 Boy/Girl division team will be contestant/adult. Adults cannot be entered rodeo contestant. In 11 – 19 divisions team is contestant/contestant, no adults. 60 second time limit.

## **BREAKAWAY ROPING** (11 – 14) and (15 - 19)

• 30 second time limit. 2 loops if contestant carries 2 ropes. Horse must leave box before loop is thrown. 5 second penalty for broken barrier. Breakaway strings will be provided and must be used. The contestant starts run in heeler box. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body after the head.

#### **CALF ROPING** (15 - 19)

• 60 second time limit. 2 loops if contestant carries 2 ropes. Horse must leave box before loop is thrown. Calf must stay tied for 6 seconds after contestant re-mounts horse. Catch as catch can.

### **CHUTE DOGGING** (15 - 19)

• CHSRA Rules Apply - work out of bucking chute

#### **STEER DAUBING** (6 – 10)

• Contestant starts run in header box. Must use provided dauber. 30 second time limit. Contestant must declare end of run by raising dauber, flagger will confirm paint on steer. 5 second penalty for broken barrier. No time for dauber.

## **STEER STOPPING** (15 – 19)

• There will be a 30 second time limit. Three legal head catches must be used: two horns, half head, or neck. The flag will be dropped when the steer has been roped and dallied. All forward motion of the steer must be stopped, and steer needs to be faced.

## **STEER RIDING** (6 – 10)

• Longest time wins. Two hands may be used. Helmet required. Time starts when stock leaves chute gate.

## **STEER RIDING** (11 – 14)

 6 second ride required. Rides scored. Helmet required. Time starts when stock leaves chute gate. The Event Champion Award will be given for the longest time if there are no qualified rides.

## ~ CHSRA RULES APPLY WHERE OTHERWISE NOT SPECIFIED ~

\*As a special Event for our <u>25th Year</u> of Hosting the Taylorsville Junior Rodeo, we are including parents! We will have an adult/contestant Hide Race. The winning team is awarded buckles!

## **HIDE RACE**

• Hide Riders are only allowed 1 go. The same adult can be the horse rider for more than one contestant. Contestants on the hide must wear a helmet. Vests or other safety equipment is recommended. The adult pulling the hide must also sign the liability waiver. There is no signing up for a ghost for this event, have your partner set when you sign up. The contestant needs to be on the hide to start the race. The horse rider will need to have the rope attached to the hide dallied to start the race and must remain dallied at the finish line. Time starts when the horse crosses the starting line. The rider on the horse will pull the cowhide with the contestant on it to the other side of the arena and go around the pole or barrel and return to the finish/start line. Time is stopped when the team crosses the finish line. The contestant needs to remain on the hide throughout the run, or they will be disqualified. The adult and contestant with the fastest time will receive buckles.